



FANTAZINE

STAGE 1 LEVEL 3

JULY 1993

STARRING
PAT REYNOLDS

CO-STARRING
MATT SONEFELD
DAVID WILSON
PETE FOOTE
MARK ALLEN
TIM PRIEST
RICH PLUMMER
ADRIAN PROCTOR
SEAN PETTIBONE
JESS RAGAN
ARA SHIRINIAN

GUEST
APPEARANCES BY
JOE SANTULLI
RUSS PERRY JR

FANTAZINE is published monthly. Cost is \$1.50 for a single issue or \$5.00 for a five issue subscription. Send cash, check, or money order (payable to Pat Reynolds) to:

FANTAZINE
1740 MILLBROOK SE
GRAND RAPIDS MI 49508

All game titles, characters, and likenesses are the property of their respective companies, and are in no way related to FANTAZINE. The opinions expressed by the Editor and associates Editors do not necessarily reflect those of the entire staff, except of course for the article by Russ Perry Jr, whom everyone in fandom unanimously agrees with.

REYNOLDS RAP

"GameLord is gone; long live Fantazine". So ends our first review in Electronic Games magazine, issue 11, August 1993. A fitting kickoff to what is only the beginning of Fantazine's journey. To Arnie Katz, thanks for the kind words and publicity; to my expanding staff and contributors, thank you for making this the best issue of Fantazine yet.

But even before the EG mention, Fantazine was boosted into fandom with the help of some great faneds across the country. To Joe, Jess, Sean, Alex, Jeff, Tyrone, Dave, and anyone I may have missed, thanks again. As the staff here grows, the content continues to become more varied and opinionated; it is this diversity that has made Fantazine what it is today, without it it couldn't be even half as good.

I've gotten lots of fanzines. But there are a rare few that make me sit back, pop a cherry (coke; I know what you're thinking) and read all the way through. I hope that Fantazine can become that good for my readers.

Speaking of fanzines, I've rearranged the special issue schedule around a bit. Due to the departure of our Atari man Mark Allen, I'm going to run the fandom issue next. Mark will return, but I'm sure he'll need some time to get settled into his new place in Illinois. So, what I need are good articles on fandom, fanzine reviews, etc.

I should also point out that I will be starting a new, smaller fanzine sometime this year. Titled Vendetta, it will cover comic books, movies, and Japanese animation. A main feature of Vendetta will be my new original comic titled The Vendetta Probe. Vendetta probably won't show up until December, but I'm sending a one page prologue to the comic to several faneds, look for it; it's only the tip of the iceberg! I said last issue that I'd review the Ranma 1/2 comic this issue too, but due to size restrictions (I try to maintain a 22 page limit) I'm going to save it for the premiere issue of Vendetta.

Not only do we cover Ranma 1/2 Part 2 as promised in this issue, but we've got SFII:CE for PC Engine as well! And if you want to see this incredible game in all its glory, I managed to include it on Fantazine Video 1, which is available now! Also, Tim Priest returns from his excursion into the desert to give advice to novice superheroes. Absent AGAIN is Matt Sonefeld, who was last seen locked in his room playing Shining Force until his brain melted. Maybe we'll coerce him into writing about it next issue. By the way, congratulate Rich Plummer on his marriage, it went down on July 10, and wish me a happy Birthday (July 25). Keep playing and Never give up!!!

PAT

You Said WHAT?!?

LETTERS TO THE EDITOR

Pat:

About issue 2... Hmm... attractive as usual. But... that cover... that wouldn't be... Lady Bug?! A classic game?! One O' my faves as well, though I've never played the arcade version. Has anyone seen a 2600 version?

I felt a need to comment about "The Real Pros". I have NO problem with the term "prozines". You have, obviously, interpreted the word "professional" in the looser sense, when the actual definition merely connotes "for pay". And prozine writers ARE professionals - they get paid to write what they do. Fanzine writers don't get paid. The word "professional" traditionally carries no connotation of "better than" the way you interpreted it, but I must admit a lot of people view the word the way you do. But a professional is not necessarily better than an amateur, or a fan. I could recommend a distinction such as "prozine" and "amazine", but frankly I think "prozine" and "fanzine" is just fine.

As to Mark Allen's "In My Opinion" - do not count the 3DO out (this means you, too, Ara). I'll wait and see about the Jaguar. I mean, I'm an Atari fan from way back, but I'm not standing in line, or holding my breath, just yet.

I also disagree with Mark and his final comments in his review of Solaris (for 2600). I think the control reversal is a neat touch, and an intriguing challenge.

I have to ask - did the end of the X-Wing review get swallowed up by the cover art reproduced (and repositioned - I did notice) inside?

By the way, why do the Big Cheese Awards say "This game really Sucks" instead of "...stinks"? Perhaps you should have separate Limburger and Hoover awards.

Next time -
Russ Perry Jr.
Omro, WI

- What would I do without you, Russ, to point out the flaws that sometimes find their way into an otherwise flawless fanzine?

You are, of course, right about the "professional" thing. I do know the literal

meaning of the word, but I admit that I did not explain my position thoroughly enough. I was going for the looser interpretation that often goes along with the term, that of "experts". At any rate, your point is taken. Hopefully I didn't offend too many of the real "professionals".

The end of my X-Wing review was cut short by one line by the computer. It should have read "It's a must-see game". That typo was removed before the second printing.

As for The Big Cheese; to be honest, I hadn't thought of using "stinks", although it seems so obvious now, maybe I'll change it.

-PAT

Pat,

I really liked Fantazine. The quality of the work is incredible. I really enjoyed reading FANZINE FEEDBACK. You covered so many 'zines in only 2 pages. Hopefully Viewpoint will be included next time. I'm also interested in the Fantazine Video and the special Fanzine Review Issue. While I don't want to be on the cover, I would like to help you out, so if you need me, just ask.

So overall, another great issue. You should get Viewpoint #2 by July.

Alex Frias
Editor - "Viewpoint"
New York, NY

- Thanks for the compliments, Alex. Your first issue of Viewpoint is covered in this issue, and your video will be in the mail as soon as I make the final additions.

Dear Fantazine,

Before you start to hate me, I'd like to say that you guys print a wonderful fanzine. I really enjoy trading 'zines with you and I truly enjoy reading each and every issue I receive. I do, however, have a problem with your comments from issue #2, about the 3DO.

In your opinion column you state

that the 3DO has no video game licensees (like Capcom or Konami). This is untrue: Activision will be making games for the 3DO.

Also, the system was not even released yet. More companies will sign up to make games, a lot more.

You also smash the 3DO for having a large price tag, but yet you never complain about the Neo-Geo's equally large price tag. 3DO softs will only cost around \$50 each! Compare that to Neo-Geo's!

When people first heard about the Neo-Geo they also slammed it, but look. I can walk into my local Babbages or Electronic Boutique and see this system sell.

I for one do think that the 3DO will revolutionize the home game market. Never has there been such a system!

You seem to praise Atari for releasing its Jaguar. You seem glad that it will supposedly be around \$100. Completely untrue! Atari would be very foolish to release this system under \$100! Wake up! No game will sell for \$15! Atari would be very stupid to do this, as they could make a lot of money by making this system compete with Neo-Geo or 3DO!

I'm sorry, but you guys went out of line on the 3DO. We can't praise it and we can't insult it until we see it this fall! Thank you!!!

Sincerely,
Shawn Surmick
Publisher, "Power Play"
Boyertown, PA

- First, let's give credit where credit is due. Mark Allen and Ara Shirinian wrote critical articles about the 3DO last issue, and that doesn't mean that they represent the entire Fantazine staff. In fact, issue one had a very pro-3DO column by Jess Ragan. About the Jaguar, I think a \$100 system would compete nicely with the overpriced Neo-Geo and 3DO myself. The real point is, we're all entitled to our own opinions.

Pat,

I got Ecco, it's an excellent game, if a tad frustrating. I really enjoyed the second issue of Fantazine.

I did find Jess Ragan's paranoid ravings very tiresome. He seems to contradict himself every other sentence. Don't get me wrong, I think the guy's an excellent writer but he has a tendency to go off half-cocked.

I can't wait to get the lowdown on Ranma 1/2 pt. 2. I think it would be great if you could do an anime column as I am only now getting into anime. Could you recommend any films?

Thanks and best wishes!

David Chau
New York NY

- You're right about Jess Ragan, David. That is, you're right about him being an excellent writer. My feelings toward his opinions are that if Jess was not around, I think we would miss some of the greatest satirical musings ever written. I take everything that Jess writes with a grain of salt, and there has been some stuff that I didn't print, but for the most part Jess has proven to be a solid, reliable contributor to Fantazine, as well as the editor of one of my favorite 'zines, Project: Ignition (see review, last issue).

You're about to get your wish regarding an anime column, David, but I didn't have room to squeeze it into this issue. Next issue will see the debut of that coverage. And about recommending some films, I think I can do that with no problem at all. Here are some of my favorites that have been either subtitled or dubbed into English for American fans. Under the Streamline Video label is Akira, Dirty Pair, Twilight of the Cockroaches, and Fist of the North Star. Streamline is the only company that I'm familiar with who dubs their tapes into English language, and while I prefer subtitles (they give more of the original Japanese feel - if you've seen both the Japanese and the American versions of Akira you'll know what I mean), the dubbing does insure that you don't miss any onscreen action while reading subtitles. Some other favorites that are must-see in my opinion are Dominion, Appleseed, The Laughing Target, Mermaid Forest, and anything labeled Urusei Yatsura (the latter three are all by Rumiko Takahashi, creator of Ranma 1/2 and the hottest manga/anime creator in Japan right now). Hope that helps. - Pat

ATARI LORD

BY MARK ALLEN

So here I was all set to write about the 5200 while watching the local news when the story of the decade came on. The Jaguar exists!

I missed the beginning of the story, but I was immediately struck by the mediocrity of the graphics shown. Whoops! That was StarFox. Nice job, WZZM! I guess they didn't have any pictures of the Jaguar so they showed its competition and spoke of Atari's challenge to Sega and Nintendo.

The most important news is IBM will be manufacturing the system. This to me is a good matchup. I had to return my three previous Atari systems due to different failures. That was back when Atari had money to spend on quality control and now they're poor! IBM brings its reputation for quality into the picture, most likely prodded by its financial woes. So the Jaguar will be produced in mass, hopefully bug-free.

This also makes the Jaguar the first American engineered and manufactured system since the Odyssey2.

I'm guessing Atari will have more advertising money since production is being taken care of. IBM might also pitch in since it has a stake in it.

I found it interesting they decided to keep the name Jaguar, which was a development title; I guess they figured it sounded good and was gaining fame under that name.

Jaguar naysayers were probably happy when Atari didn't show at the CES. Atari hasn't been there for several years now, preferring a cheaper hotel show. They did announce a media unveiling shortly after the show.

I'm happy because some major booty kicking can now commence.

In other Atari news, I rented Terminator 2 and noticed an Atari Palmtop computer being used in the teller machine theft scene. Missile Command made an appearance (an ironic choice for that movie, eh? - Pat) in the arcade sequence before the two terminators met.

FANTAZINE REVIEWED IN ELECTRONIC GAMES!

Issue #11, August 1993, marks the first review of our fair fanzine in nationally recognized gaming magazine *Electronic Games*. I'd like to thank Arnie Katz for the favorable review, and to let him know that I don't expect everyone to agree with my opinions - what fun would that be? He couldn't have included us in a better issue, either - also reviewed along side of Fantazine were personal favorites Digital Press, In Between The Lines, Spectrum, and SNES Gaming. Congratulations to all of those respective Editors, many of whom were back in the pages of EG for their second or third time!

IN MY OPINION

BY PAT REYNOLDS

Now for the first edition of the Q-Mann-like cryptic message section of In My Opinion. You know, those stupid messages, usually personal attacks, that idiot hides in his column in order to fill space and divert attention away from the fact that only 2% of his column actually contains any semblance of useful material; the rest being egotistical downtime like "Well, kiddies, time once again for the king of gossip to reach into his baggie of goodies and...".

Chris, Andy, and Nathan; gee, uh, it might just work, but I'm still waiting for that information before I'll jump on. Hey, Hepner, Jess Ragan has more opinion in his "Re-BUTTal" than you've got in your entire body, so lay off! Your attack on Power Play didn't go unnoticed either. There's nothing worse than a pompous better-than-thou attitude coming from a mere fanzine writer, especially when the 'zine you write for isn't perfect, either. Julie, thanks for the support from Reno, the best Sega CD software makers.

And there you have it. Now that I've gotten that off my chest, let's see what I've got to say this month.

Another idea for a special issue has popped into my head: Fighting games! It might happen, but I want to do the Atari classics issue first, and definitely wait for Mortal Kombat to hit as well.

As for the fanzine review special issue; appearing on the cover so far are Russ Perry Jr. (he might BE the cover if I don't get a lot more response), Jess Ragan, Ara Shirinian, and MJ Lesnick.

What's the idea of changing the SNES Mortal Kombat's fatalities?!? I don't want to see Sub-zero shatter his opponents, I want to see him tear their spines out!!! I may have to settle for the Genesis version after all.

Played Konami's new fighter Martial Champions? It's a step up graphically from World Heroes 2 and Seta's Time Killers (which, by the way, is being translated by T*HQ, who

should have no problem making it as bad as the arcade version), but it falls short in the playability area.

Capcom, what's this I hear about you making a fourth upgrade to SFII? I think I speak for pretty much all of your fans when I say "I WANT SF!!!!!"

A big thanks to Brian Goss, editor of The G.U.R.U., for sending me a preview tape of a slew of Japanese games and soon-to-be-released American stuff. Here's my reaction to just a fraction of the stuff on said tape.

Final Fight 2 doesn't look any better than the original; in fact, the characters seemed a bit smaller, and some of the attacks are horrid looking (like Maki's high kick). The two new fighters aren't anything special, and Haggar is the best-looking of the three. He's borrowed Zangief's spinning piledriver attack, making him extremely mean. The backgrounds are average and the enemies are good-looking.

Dead Dance, which Jaleco will rename Tuff E' Nuff here, is the best looking SFII rip-off yet, but only four characters to choose from is a minor flaw. Unfortunately, the dialogue between the warriors in the story mode and the gradual bloodying of faces will be removed from the American version. Animation is super smooth.

Pop N' Twinbee, the sequel to Konami's Stinger, looks great. Incredibly cool cartoony graphics, two-player sim. play, and lots of shooting action make this one I'd like to see over here, but I can probably forget about that wish ever happening. The pastel tone may turn off some hardcore shooting fans, but the action here looks top-notch.

I wasn't terribly impressed with what I saw of Monsters (Zombies ate my neighbors), Super Turrican, and a highly annoying squeaking noise totally ruined all hope I had for Super Bomberman, although some of the battlefields looked intense (one has two roving searchlights in a dark arena).

Well, I'm out of room, so I'll let you read the rest of the 'zine now. Remember; Never give up!

MARK'S PICKS

Mark Allen gets his turn to pick some favorite games this issue. Remember, anybody can write a Picks column, but you need to include at least 7 games with a paragraph about each one.

ESCAPE FROM THE MINDMASTER (Starpath Supercharger) - An excellent 1st person perspective 3D maze game. Pick up odd shapes and put them in their proper holes. This big multi-load game represents the best of the Supercharger.

PAC MAN (Atari 2600) - This game was a huge disappointment at first but proved very addicting over the long haul.

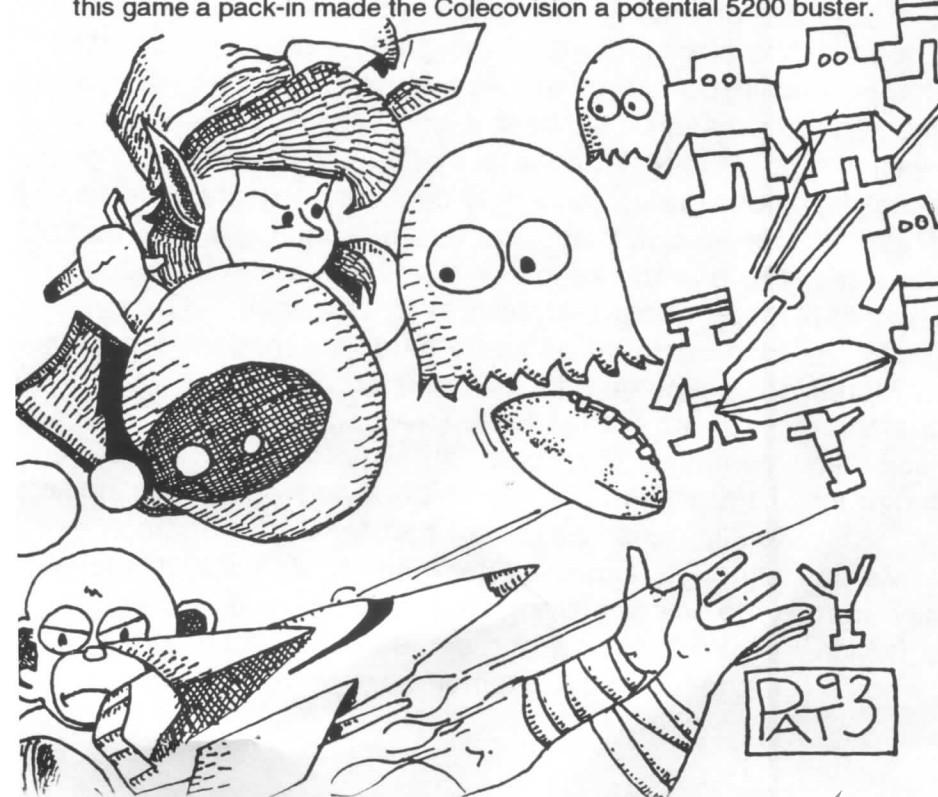
DEFENDER (Atari 5200) - Defender features awesome graphics and sound, and all the intense action of the arcade. The 5200 controller shines on this one.

ROBOTRON 2084 (Atari 7800) - This is just fantastic. I can't underestimate how perfect this game is in every facet, except for the lack of a controller holder.

THE LEGEND OF ZELDA (Nintendo NES) - Zelda represents everything that was fun about the NES. A rare highlight in a library of dismal games.

JOHN MADDEN FOOTBALL '93 (EA/Genesis) - I like football, and this cart combines action, strategy and realism.

DONKEY KONG (Coleco/Colecovision) - I don't have a Colecovision, but I remember this game being outstanding. Coleco's genius at making this game a pack-in made the Colecovision a potential 5200 buster.



MY FAVORITE FIVE AT THE CES

BY SEAN PETTIBONE

The Summer Consumer Electronics Show was great - games galore, fans on the prowl, free food and goodies, and the chance to play Total Carnage for the SNES by T*HQ (oooooh!). Anyway, here are my favorites (not necessarily the BEST, but my FAVORITES) of the Show.

ALLADIN (Virgin/Genesis) - With Disney's animators providing their original cels, Virgin handling all of the programming with their new digi-cel system, and Sega of America doing the marketing, this game would have well even if it was only mediocre. However, it's not mediocre. It's not even good. It's simply the best animation and rendering of cartoon graphics I've ever seen in a video game. The gameplay is unbelievable as Alladin dashes through the market streets, leaps sword wielding guards in the prison, and flies through the air with the greatest of ease a la magic carpet in his quest to save the princess. What more can I say? It's got the graphics, sound straight from the movie, fast action, responsive control, and fun factor necessary to make it a success. The best.

ROCK 'N ROLL RACING (Interplay/SNES) - Imagine R.C. Pro-Am set in the future, with sim. two player action, and much more chaos. You would have Rock 'n Roll Racing - a violent one or two player "race" featuring aliens from around the galaxy shooting each other up and blasting everyone's tires with nails while flipping around corners and bouncing out of the track. Great fun.

ETERNAL CHAMPIONS (Sega/Genesis) - The first 24 meg Genesis cart, E.C. features 11 immortals from various time periods battling it out with distinct fighting styles in different eras SFII style. Although a very early version, what was playable was excellent, and Sega's even promising an additional color palette with this one - bringing the total to 512. Looks very promising.

CRASH AND BURN (Crystal Dynamics/3DO) - One of the playable games for the spectacular new 3DO 32-bit system, this futuristic racer showcased some of the 3DO's abilities with ultra fast, fully digitized tracks; wicked, fully-armed cars, and transparent raceways running through the clouds while the sky flies by underneath. Very preliminary (the sound wasn't even complete) at

FAN X-ING

MY 5 FAVORITE FROM CES CONT.

this time, but it should prove to be a fantastic disc.

ROCKET KNIGHT ADVENTURES (STARRING S P A R K S T E R) (Konami/Genesis) - Konami's new marketable mascot, Sparkster, a "lovable little opossum", stars in an excellent Genesis side-scrolling cartridge with enough twists and additions to set it apart from the rest of the standard, "why-not-copy-Sonic?" games. Bright, colorful sprites, a jet-pack equipped hero, a nice challenge and an overall fun quest come as a recommended cart.

my tape it's My Life With the Thrill Kill Kult's offering "Sex on Wheelz" (from the Sexplosion! CD or the Cool World soundtrack). Your soundtrack should be loaded with music like this - chaotic in so many ways yet never out of step. Next up is "Vision Thing" by Sisters of Mercy (from the CD of the same name). Don't rule foul language out of your final recording - it pays to be aggressive when you're playing. If you're following my program, I picked "Vision Thing" for its rhythm and its death-like vocals. Throw in a serious industrial tune like "Resist" from Frontline Assembly (from the Virus CD-single) and you'll find a rest is needed right about here in your tape. By this time you should have about 20 minutes of non-stop audio/video aggression. Let's call this the halftime show.

"Godhead" by Nitzer Ebb (from the Ebbhead CD) brings the previous chaotic listening to a grinding halt - enough time to give you a breather and get a second wind. "Godhead" isn't easy listening by any means. It sounds evil at times, and it occasionally breaks into a speed-metal flurry that'll keep your brain from getting too docile. Following that, you'll be ready to kick it into high gear again. I used Jane's Addiction's "Been Caught Stealing" (from Ritual De Lo Habitual), which should be familiar to just about anybody, but other pop-alternative tunes that jam similarly could be substituted.

I'm a strong believer that industrial music goes hand-in-hand with videogaming. I wind up the rest of my tape with industrial, starting with "Soul Manager" from Front 242 (from the Tragedy 4 U CD) - but I don't like the opening of that track. If you skip to the end you'll notice the track continues to run. If you continue to skip past this "blank" area, you'll hear part 2. Part 2 takes bits of the CD's other tracks and meshes them together in what I still believe is the greatest industrial instrumental to date. Use it if you can.

We used Ministry in the opening track and we'll use them in the closing track, but first, let's throw in Lead Into Gold's "Idiot" (from the Lead Into Gold EP), easily this tape's longest song. Lead Into Gold is the product of Ministry's Paul Barker, so the sound may be familiar. The song is a derivative of the quote "Life is a tale told by an idiot, full of sound and fury, signifying nothing". I live by that phrase - well, at least when I'm playing. By this time, if you're an industrial fan, you're saying "where's Nine Inch Nails? Skin Puppy?". Well, SP is really too dark and slow for videogaming in my opinion, but there's always room for Nine Inch Nail's "Gave Up" (from the Broken EP). This song gets so wild that often the vocals are completely drowned out by the swelling riffs. Top the whole thing off with one more Ministry track, "Hero" (also from Psalm 69 - I told you to keep that handy) my personal "song of the year" for 1992. If you don't see an improvement in your scores with this background music (or a similar improvisation), it's not LOUD ENOUGH! Either that, or you're playing a game like

Ecco the Dolphin. You'll have to hear the GAME in some cases, genius! Anyway, if you've come up with your own personal "best recording", I'd like to see the play list. Write me at DIGITAL PRESS, 44 Hunter Place, Pompton Lakes, NJ 07442

TIKKA: ONE HOT VIDEO GAME BABE

AN INTERVIEW BY RUSS PERRY JR

If you were at the Consumer Electronics Show this summer, you saw many new and exciting games, and picked up at least 20 pounds of promotional stuff, carried around proudly in your Video Toaster 4000 bag. At least I did.

And in the following couple of months you will see all kinds of coverage in both fanzines and prozines about the games you saw, and perhaps a few you missed. But in the end, you will read too many times who showed what at the Show, and let's face it, lists of upcoming games can be pretty boring after seeing them a few times.

So, rather than repeat what everyone else will say about the show, allow me to put a different slant on CES coverage with this, an interview with, well... "one fabulous babe", from the DTMC booth, there to publicize Lester The Unlikely, their upcoming game for the SNES.

Russ: To start off, please tell our readers your name and age.

Heather: Heather Hook; I'm 24

Russ: Do you like, or do you play, video games?

Heather: Well, I didn't really, until the Show, but by the end of the Show I got to learn how to play Lester and how to use the (controller) and basically how the games are run. So, I suppose if I passed by some, I'd play them now. (Lester) is a pretty cool game, and everybody seemed to like it.

Russ: Did you get a chance to look around the Show at all? Did you see anything that interested you?

Heather: A little bit. I walked around, basically staying in the Nintendo section. The thing that was most humorous was that little computerized Mario Brother (Wario, I believe), the video screen where he actually talked to you and could actually see you. He gave me a hard time for a good half hour! He was actually down a couple booths, hooked up to all these devices so he could see you and talk to you and move around the screen.

Russ: You were working at the DTMC booth, so the obvious question is, do you work for DTMC?

Heather: No, I don't. They hired me from a local modeling agency, Nouvel, in downtown Chicago.

Russ: How did the agency pick you?

Heather: Well, when you start out in modeling, you get what's called your composite, which is like your business card; it has your picture - on the front a head shot, and on the back a couple different body shots. And the company will call different agencies and look through the composites, and they basically pick from your picture. Sometimes you'll have to audition for different things, sometimes you'll have to meet with them, but I just got the job directly. I met him

(the DTMC rep) the first day I was working, right before I started.

Russ: What did they say your job duties were? What were you expected to do when you came to the Show?

Heather: They don't give you a lot of information until you get there. They sent me to a costume shop, and it was my judgement. I didn't like the costume so I came up with one myself, and... I just showed up in my little costume and got stared at driving down there, (laughs) because I had, like, a bone necklace on and all these truckers were looking at me, like "Ooookay". But once I got there, everyone else was dressed up, and I basically handed out pamphlets, and talked to people and got them to come into the booth. By the end of the Show, I knew how to play the game; I could help them out, answer most of the questions that they had, and then turn them over to the sales guys.

Russ: Were there any differences between the trade only days and consumer day?

Heather: Oh, yeah! (laughs) When they were open to the public, that last day, it was insane; all the little kids, and we basically just took pictures (see picture) because there really wasn't any business going on. They didn't have any meetings set up. We just took pictures with the kids, and it was pretty hectic. The other days were pretty mellow, for me - they talked business all day in the office. I was busiest the last day.

Russ: No photo-ops on the trade days?

Heather: There were, but just once in a while, if they knew somebody or it was a good customer. That (photo-ops) was their main objective on that last day.

Russ: Did it pay well?

Heather: Oh, yeah. Everything's different, but this particular Show paid the highest that I've had so far.

Russ: What do you do besides modeling? Is that your career?

Heather: I graduated from college, Harper in Palatine, and I took fashion design. When I'm done with this, I plan on opening my own business, something in fashion. For right now, I'm doing really good and this is totally full-time, and I have absolutely no time for anything else, but in modeling you're only working full-time for just a couple years; it's not a full-time career.

Russ: How long have you been modeling?

Heather: Really recently I started full-time; I mean, I've done little thing here and there throughout the years, all through college... I do promotional work also, for the Blaze (which is a radio station in Chicago), Southern Comfort, and Anheuser-

Busch. I still do some things here and there, but right now I've signed with about 15 agencies in Chicago, so I've been so busy, doing all this modeling and... it's going good.

Russ: Photos from past CESs have shown lots of women in skimpy outfits and the like, but you seemed to be the only one there this year. Do you feel exploited at all?

Heather: Not really, because I've had many offers which I've refused, and I wouldn't do anything I didn't feel comfortable with. So, being the character - she's actually a character in the game - I didn't feel uncomfortable. Actually, I picked out the outfit; what I was supposed to wear was worse. I picked out one that I was comfortable with, so I didn't feel exploited at all, seeing that I was that character. I've had offers that I've refused, definitely.

Russ: Speaking of the character you played, what's her name?

Heather: Tikka (tee' kuh)... and the game is Lester The Unlikely. They had a badge that said "Heather Hook", (but) I changed it to "Tikka", because all the other characters had their characters' names. So I guess I'm officially Tikka! - they actually sent me a letter today, thanking me and telling me what a good job I did, and they said there'd probably be future work for me, that I'm officially their Tikka. I'll probably go to other shows with them, and...

Russ: And if they ever turn it into a movie, you've got the starring role?

Heather: Yeah! The movie! Right...

YEEEEEOW!!!

BY JESS RAGAN

Hey! Welcome to "Yeeeow!!!", the column most often left unprinted in Fantazine! In today's interesting little debut, we've got some tiny tidbits to taste, so put that napkin on your lap and let's feast!

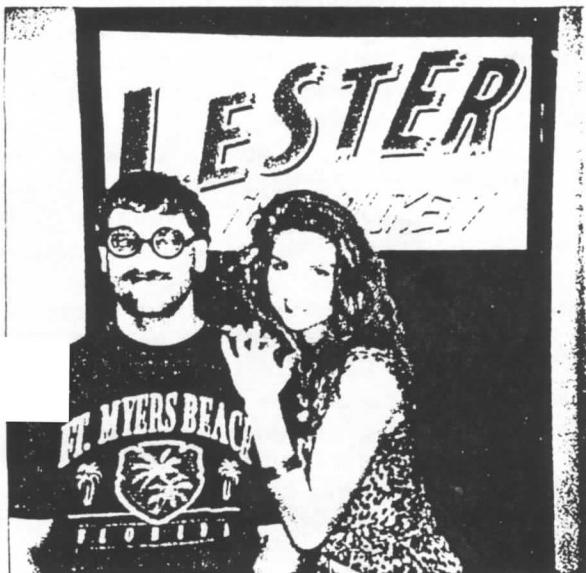
First, Capcom's really went south with this newsletter they've been printing. If there's anything that was worse than my old 'zine PowerUp, this would be it. Filled to the brim with lousy drawings, extreme pretentiousness, and laughable typos, GameCraze would leave anyone in a stupor. The indecisive pennings of the guy who writes the answers to the rather innocuous letter column can't even make up his mind if he's Dr. Wiley or some blithering schmooze who's trying to cover Capcom's butt on everything. If people forget Capcom's Irem-ish beginnings, this will jump-start their minds. Don't even bother, CRAPcom.

A little hard on Street Combat, eh, Pat? I realize that it's not very good, but the only reason you're frothing at the mouth about SC is the simple fact of the matter that your precious little Ranma 1/2 characters were folded, spindled, and mutilated for their own pleasure. You must realize that the game you've devoted half this issue to will most likely become Street Combat 2, don't you? (I do, and it makes me cringe. - Pat)

Next, about my predominately domineering attitude. It's nothing to get excited about - after all, there are some people who wouldn't give 2 cents and a wad of chewed gum for Project: Ignition or much of my writing. Then again, there are others who like it, but I guess it's the politics of gaming at work yet again...

People, people, people! Get off the 3DO's back (figuratively, of course) for a second, and actually try it first. It's NOT a \$700 video game system - even Newsweek confirms that! What it DOES do is play interactive entertainment so powerful and lifelike, you can hardly classify its software as mere games. As for the full-motion, there's some of that too, but there are completely player operated screens that just LOOK like full motion video! THAT'S how impressive it is, folks! It's not the Sega CD, man!!! Ara-head (kidding!), take note. Mark? THIS fool is going to enjoy the next logical step in entertainment. You geniuses can stay behind.

Lastly, but not leastly, Andy Saito has this weird theory that, oddly enough, the pseudo-tabloid EGM is anti-SNES. Wow, Andy, I guess amongst the fact that they shoved YOUR system down our throats two years before its actual release, their putting the SNES ahead of the Genesis in the reviews despite Sega's 16-bit seniority, their hype blitz of SFII which strangely died down when SFII:CE was announced and was refueled when the SNES Turbo version was announced and Sushi-X's horrid comments on Fatal Fury and Battletoads, I missed the part where EGM actually said something GOOD about it! Later!



The oh-so-gorgeous Heather Hook with the not-so-gorgeous Russ Perry Jr.

TO PLAY OR NOT TO PLAY

This issue marks the beginning of hilarious new additions like the "no new award; the system of the way back thwack" in which a toad month. This distinction is based on picks up an enemy with a stick, tosses software released for the major him in the air and slams him off the systems and which one I feel had the screen on the way down. By far the best support. This issue's SYSTEM funniest attacks come on the third OF THE MONTH is the NES. Yes, stage when fighting against Linda you heard me right. Genesis had a Lash, the chicks with whips from the lousy month, and a while a lot of SNES games were released, most were mediocre and only one stood out. But the release of two excellent titles for the NES, proclaimed to be dead by EGM, can't be overlooked.

BATTLETOADS/DOMBLE DRAGON	
TRADEWEST	NES
1 OR 2 PLAYERS	HARD
GRAPHICS: 9	CONTROL: 9
SOUND: 8	FUN: 10
OVERALL: 9	

This long-awaited sequel of sorts to Tradewest's phenomenal Battletoads has arrived and does not disappoint. Make no mistake, though; this is a Battletoads game. A more fitting title would have been "Battletoads 2, guest starring The Double Dragons".

The story is standard; the Shadow Boss, arch rival of the Dragon 'Bros, and The Dark Queen, enemy of the warty trio, have joined together to enslave the earth and blah blah blah.

This time around none of the toads has been kidnapped, so you can play as any of the three, as well as the Dragon duo, or any combination of the two teams. The teamwork concept works well, as there are some things that the teams have advantages in. For example, the Dragons can knock enemies off of the sides of the ship in stage one, and can hit power up canisters that are out of reach from the toads.

Both teams have the usual assortment of bizarre attacks one has come to expect from the 'toads. The Big Bad Boot and Battletoad Butt make return appearances, as well as

dodge mines, and finally fight against the Ratship, a monster that attacks you in so many ways it'll make your head spin!

Chalk up another winner for Tradewest, and beg them to release another NES BT game!!!

- Pat Reynolds

BATTLETOADS	TRADEWEST
FIGHTING	GAMEBOY
1 PLAYER	HARD
GRAPHICS: 8	CONTROL: 8
SOUND: 8	FUN: 8
OVERALL: 8	

Since I'm on a Battletoads high, I might as well throw in this review as well. Mind you, this is the first BT game released for the Gameboy, not the more recently released Battletoads: Ragnoraks World which is nothing more than a rehash of the first NES game.

For the Gameboy, this game plays remarkably well, and manages to retain the humor and diversity of the previous Battletoads game without compromising the gameplay.

Levels include a horizontal shooter stage in which you must fly through a series of narrow gates and fend off hordes of enemies, and a madcap race against a ball of brain matter that will frustrate you to no end.

There are pigs aplenty to beat on, and the traditional Battletoads arsenal of attacks is present, as well as a battleaxe to be picked up and swung menacingly at the bad guys.

The between round intermissions are here as well, with the 'toads mentor, Professor T. Bird either cursing you or praising you, and the Dark Queen and her minions vowing revenge.

Fans of the first NES game will be glad to know that this game plays just as well, and you don't have to jump on any turbo bikes or ride any snakes, but a reprise of the water ride is present, although "watered down" a bit to compensate for the Gameboys blurry screen.

A great original title that should not be passed up by any Gameboy owner. - Pat

RANMA 1/2 PART 2 FIGHTING 1 OR 2 PLAYERS	MASIYA SUPER FAMICOM ADJUSTABLE
GRAPHICS: 8 SOUND: 9	CONTROL: 8 FUN: 8
OVERALL: 8	

Ranma 1/2 is a SFII style fighting game, offering 12 characters to play as and a great variety of attacks and special moves. Like SFII, its success relies largely on the nature of its characters. In Street Fighter II, everybody identified with one or more of the fighters and mastered their particular talents. The same charisma and diversity among the characters is evident in Ranma.

Three game options are available at the start; the one-player mode in which you choose a character and battle your way through the others. In this mode, each fighter has his/her own opening cinema as well as ending screens. And if you play as either the male or female Ranma you won't have to fight the other Ranma character you didn't pick. The two-player mode is a one on one battle to win the best out of three matches. The most interesting mode is the tournament, in which two players choose five fighters and go to battle in a best out of five battle marathon. Each player tries to match his picks well, so he can win the most fights.

The controls are good, with the only flaw being that jumping is performed through button pressin rather than pushing up on the pad. Blocking can be done by pushing back or using the L or R buttons, and Y and B are used to attack. Each character has a low roundhouse type of attack which knocks his/her opponent off their feet, as well as the standard array of punches and kicks, both jumping and standing.

Character detail and animation are superb. Each fighter strikes a pose before assuming their ready stance, and each has two different win poses as well.

The voice effects, though all in Japanese, are very good. Everybody screams or shouts in surprise when they're knocked down, and most special attacks are accompanied by a flurry of words as well.

Since the characters are what make this game so great, here's a run down of each. Please note that I made up the names for all the special moves, since the instruction book is in Japanese.

RANMA SAOTOME - The main character; Ranma fell into an enchanted well in which a young girl had died, causing him to transform into a girl whenever he is doused in cold water. Warm water returns him to his original masculinity. Ranma has the greatest amount of special moves, as well. His/her **Hurricane column** can knock enemies out of the air, but leaves Ranma vulnerable for a second afterward. The powerful **Energy ball** is different depending on which version of Ranma you play as. Female Ranma's takes longer to charge to full power, but does a double hit, while male Ranma's charges quickly, but only hits once. The **Lightning fist** attack has different effects, as well. His is more powerful, but hers strikes twice as fast, pummeling an opponent unlucky enough to be caught to close wit a devastating flurry of punches. Ranma also has the **Rolling dash**, which allows him/her to zip up to an enemy and knock them flat quickly. In addition to these special attacks, Ranma can double jump (jumping once, then again quickly in mid-air for long range attacks) and a head stomp. The most well-balanced fighter, female Ranma has an edge with her speed, but male Ranma packs more power into his attacks.

AKANE TENDO - Ranma's fierce tomboy fiance, Akane packs quite a punch with her **Flying uppercut**, a decidedly Ryu and Ken-looking attack that knocks even the best jumper out of the air. Her **Dashing punch** is great for surprising an opponent who likes to keep his/her distance. Akane's powerful double roundhouse kick can hit twice for monster damage, and her chops and punches are nothing to scoff at, either.

GENMA SAOTOME - Ranma's father also fell into a well at the accursed training grounds in China; but he becomes a Giant Panda when he gets wet! Big and slow, Genma surprises opponents with his **Power slide**, which jets him across the screen. Followed by his quick **Flurry punch**, he packs a lethal combo. But that's not all Genma's got up his sleeve. The most powerful move in the game, which I've dubbed **The Panda Pounder**, has Genma leap onto his opponent and mash them into the ground; a move that takes nearly half of their life away!

SHAMPOO - This acrobatic girl is the best jumper in the game. Her double-jump ability shoots her all the way across the screen, where she can perform her head stomp on unsuspecting enemies. Not to be outdone, she can also thwart air attacks with her **Spring kick**, as well as knock opponents silly with her dashing **Pugil stick rush**. Her weak spot is her tendency to jump around a lot, leaving her open to counterattacks like Akane's uppercut or Ranma's hurricane column.

MOOSE - The master of hidden weapons, Moose has an arsenal of attacks. With the **Flying claw**, she angles downward at opponents to slice into them with razor sharp claws. The **Hundred weapon punch** lashes out with several different pieces of armament, including spears, a yo-yo, and a chicken(!?). The latter comes into play with her **Egg Toss**, which hurls from 1 to 6 eggs at the opponent, depending on how long it's charged. Her spiked ball can do 3 to 4 hits of damage if done close enough, and it's not even a special attack! Definitely a force to be reckoned with, Moose's only weakness is slow movement and short jumping ability (with all the weapons she's got, she shouldn't be able to jump at all!).

UKYOU - This spatula wielding chick has long range on her side, and her **Spatula toss** and **Spice throw** help to keep fighters at bay. Bad jumping and weak air attacks hamper her, but she's still an all-around good fighter.

RYOUGA - The world's worst sense of direction does nothing to impede on this fighter's ability. Ryouga's got an umbrella up his sleeve, as well as three powerful special attacks. His **Energy ball** is similar to Ranma's, except he doesn't have to charge before releasing it, making it the perfect weapon to keep ground based attackers at bay with.

The **Bandana** throw hurls one to three razor sharp (!!!) bandanas at his opponents, while the deadly **Rock slide** skips boulders along the ground towards the enemy.

SUNKAGI - This cowardly kid wields a big hammer and stake, as well as the **Doll swing** and **Doll toss** special moves. The weakest character in the game, Sunkagi uses his surprising range to keep enemies at a distance.

KING - Modeled after the King from a deck of cards, this crazy character attacks with playing cards, dominoes, and die. Get in close and he'll bop you with a deer that pops out of his hat! He fires projectiles at you with his **King missile** (couldn't resist that one - sorry) attack. His **Leaping card drop** rounds out his defensive abilities.

PANSUTOU TAROU - This idiot comes in two forms like Ranma. In human form, he sports a rather unimpressive array of attacks, but his **Leaping fire kick** more than makes up for this, as it is invincible. Pansutou Tarou is the final enemy in the one-player game, unless you play as him, in which case you must fight Hoppo, who is profiled next.

His alter form, a huge minotaur like bull creature is slow but powerful; after beating his human form, you must take on this monster as well. Like his alter-ego, this version of Pansutou has only one special attack as well. His **Bull rush** has him charge at his opponent for mega damage, but his range of regular attacks are laughable if you play as a quick character.

HAPPOSAI - This crazy old man is apparently Genma's teacher; he hasn't been introduced yet in the Americanized comic. He sports three special attacks, and can be played by accessing a special option mode after you select you're character by holding B,Y, and the R buttons. His **Fireball** has different power depending on how long you charge it, and his **Bomb toss** does multiple hits to anyone caught in the explosion. The wierdest attack is his **Big** transformation, in which Happy grows and hurts his opponent if he's close enough.

I can't stress how much I like this game. The Japanese feel is alive and well; hopefully we'll see it translated intact, although this prospect is very unlikely. I guess somebody has already decided that American gamers aren't ready to deal with this level of unbelievable foolery; sure, we can cope with sonic booms, a quick blue hedgehog, or a couple of plumbers who save the world from a giant turtle, but we're just not ready for a boy who turns into a girl. Must be that mounting fear of homo- and bisexuals in Clinton's America, huh? (ha ha).

The game IS a bit on the easy side in the easy and normal settings, but the designers have included a hard setting as well as one simply called "red". Yikes!

Anyway, if you can find a copy of this game in a mail order house, get it; I had a hard time finding this gem, and from what I've heard it won't be available over here much longer.

Here's a key for all of the special moves listed in bold face. Note that double jumping is performed by jumping once, then tapping jump again in mid-air. Head stomps are done by pressing down and B in the air. Both Ranmas, Shampoo, Pansutou, and Ryoga have head stomp moves. All special moves are performed with one of 5 combinations, listed below. The number after each special move indicates the combo used to execute that move.

1. Press Y and B at the same time.
2. Press and hold Y and B for at least 3 seconds, the press toward or away from your opponent and release buttons.
3. Press and hold Y and B for at least 3 seconds, then press down and release buttons.
4. Repeatedly tap either Y or B quickly.
5. While jumping press down and B.

RANMA (Male or female)
Hurricane column - 1
Energy Ball - 2
Lightning fist - 4
Rolling dash - 3

AKANE

Flying uppercut - 1
Dashing punch - 2

GENMA
Power slide - 2
Flurry punch - 4
Panda Pounder - 1(in close)

SHAMPOO
Spring kick - 1
Pugil stick rush - 2

MOOSE
Flying claw - 5
Hundred weapon punch - 4
Egg toss - 2

UKYOU
Spatula toss - 2
Spice throw - 3

RYOUGA
Energy ball - 1
Bandana throw - 2
Rock slide - 3

SUNKAGI
Doll swing - 1
Doll toss - 2

KING
King missile - 2
Leaping card drop - 5(must jump away from opponent)

PANSUTOU TAROU
Leaping fire kick - 1
Bull rush - 2

Note - all throws are performed by moving close to an opponent and pushing toward him/her and attack.

I hope I've conveyed a good view of this game to you. As I was not supplied with translated instuctions, this guide was researched with a lot of experimental playing time, as well as a little luck in discovering some of the special attacks. More attacks are accessable by pressing towards your opponent and B with certain characters, such as Moose's Claw attack and Akane's Double roundhouse. The level of technique found here is second only to that in SFII, and even compared to that legendary fighter it comes out looking good and original.

Bring on Ranma 1/2 Part 3, Masiya, I've mastered this one! And translate that Ranma RPG while you're at it!

- Pat Reynolds

KIRBY'S ADVENTURE	NINTENDO
ACTION	NES
1 PLAYER	EASY
GRAPHICS: 8	CONTROL: 8
SOUND: 8	FUN: 8
OVERALL: 8	

This is the other excellent NES game I was talking about earlier. After playing through the extremely enjoyable Gameboy version I knew I had to give this one a try. I was not Disappointed. All the action and fun that was in the original black and white version has been upgraded and preserved in this all-new 8-bit masterpiece.

The real difference that sets this game apart from the Gameboy version is the addition of power-ups obtained by swallowing certain enemies. A sword-wielding bad guy gives Kirby the power the attack with a Strider-like sword swing, a rock man lets him turn to stone and crush enemies. There are a lot of these power-ups throughout the game, making it highly playable and never boring.

Another highlight are the unique boss characters. One is a roller-skating artist who draws enemies on one of four easels, and then sends the artwork after you. Another battle pits you against the sun and the moon, in a fight that alternates between day and night as the two take turns leaping from the sky to attack our hero.

Also prominent throughout the game are some great bonus stages, like the egg swallow, in which the main bad guy lobs eggs and bombs at you and you try to swallow only the eggs, and the shootout, where Kirby must outdraw a number of enemies all dressed up like cowboys. There's even a bonus round that's set up like those crane machines in amusement park arcades where you try to maneuver the pincers above a prize of choice and hope they lock onto it. All bonus stages are played for extra lives, which aren't really necessary for the experienced gamer as the difficulty level is set rather low.

Leave it to Nintendo to keep the 8-bit alive and well, but I hope they don't plan on leaving Kirby behind on the NES and not upgrading this fantastic offering to an even better SNES title.

- Pat Reynolds

MUTANT LEAGUE FOOTBALL	.com
ELECTRONIC ARTS	VGFAZINES
SPORTS	THE PRE-INTERNET SOCIAL MEDIA
1 OR 2 PLAYERS	VIDEOGAME FAZINES
GRAPHICS: 8	CONTROL: 8
SOUND: 8	FUN: 9
OVERALL: 8	

This is the first of what I assume EA plans to be a new line of sports titles (there are screen shots of their next game, Mutant League Hockey, in the instruction book), and they promise to be more refreshing than the usual run-of-the-mill sports titles. If ML Football is any indication, I'd say it will be a very profitable line.

Surprisingly, the blood and guts angle that EA marketed as being the strong point of this game is really secondary to actual football technique, which is to say, EA didn't get carried away by the Razorsoft philosophy "all guts and no game". Yes, you actually have to play some football to win this game.

I was surprised by the amount of character development here, as well. Before each game, the coaches give a short prep talk (dialogue boxes accompanied with monsterish jabbering), which is different depending on who your opponents are. Between plays on the selection screen the coaches yammer nonstop, with advice, curses, or insults. After a kill, the executor of the unfortunate player gets to offer a short eulogy, usually along the lines of "I couldn't think of a good counterplay off the top of my head, so I took off his head instead." Such misconduct costs the killer's team 5 yards, as does the slaughter of the ref, who can also be bribed to call penalties like flicking boogers on the opponents.

The addition of "nasty audibles", really wicked plays that each team has four of (two for offense and two for defense) is the real treat. These plays can each be called once per half, and usually have hilarious results. The pass blast allows the QB to lob five sticks of dynamite at the defenders, allowing good players to eliminate five opponents with one play. Don't like the opposing QB? Have your defense kill him before the snap with the QB smash. The skunk play is a truly "offensive" running play which allows

the running back to literally blow his competition away with his farts! I guess the programmers at EA must be 12 too, Brent.

I haven't even mentioned the fields available. All manner of terrain can be selected in the two player contest, from the plain grass of Winkystink Park, home of the Sixty Whiners, to the crater rock surface of the Butcher Dome with its land mines, fire pits and the threat of being sucked into open space if you go out of bounds.

ML Football is truly a load of laughs, and plays a good game of football, too.

- Pat Reynolds

POCKY & ROCKY	NATSUME
SHOOTER	SNES
1 OR 2 PLAYERS	HARD
GRAPHICS: 9	CONTROL: 8
SOUND: 8	FUN: 8
OVERALL: 8	

Finally, an original two player shooter that adds great new technique to a genre that's quickly becoming bogged down in mediocrity.

Pocky & Rocky is the story of a young girl, Pocky and her friend Rocky, a raccoon (he's also a Nopino Goblin, but don't ask me to explain this) who must stop the other Nopino Goblins from doing whatever it is they've been commanded to do by the Black Mantle, an evil dude who's got them under a spell.

The new twist in this overhead shooter is the ability to control the scrolling; i.e. the screen stops scrolling when you stop moving, as well as the ability to block almost any enemy shots. Pocky blocks with a stick, whereas Rocky uses his tail to fend off enemy attacks. These blocking moves can also be used as attacks to beat off smaller opponents (Great against the monkeys in level 2).

The graphics are incredible, with lots of welcome little touches (walk under an overpass or tree and your character becomes darker in the shade). The main character animations are very good as well, and all their moves are fluid and responsive.

I'm glad Natsume decided to bring this very-Japanese title out here, as our SNES library is woefully short on

games that capture that distinct Japanese style - Legend of the Mystical Ninja comes to mind, but little else.

Good job, Natsume; of course, what do you expect from a company composed of former employees of Capcom and Konami? One other thing - in EGM's Top Ten stand still animations, they said that Rocky bursts into tears if left alone for too long. This is not true - Pocky has a sudden outburst that looks more like a temper tantrum than tears, and Rocky simply sits down and falls asleep. Then again, should I be surprised that the guys at EGM messed up such a simple thing? They were right to give it Game of the month, though.

- Pat Reynolds

ROBOTRON: 2084	ATARI
ACTION	7800
1 OR 2 PLAYERS	VARIABLE
GRAPHICS: 10	CONTROL: 8
SOUND: 10	FUN: 10
OVERALL: 10	

The first games for any system do not generally utilize its full capabilities. New programming techniques are learned and the games become more impressive. This in mind, anyone who cared to stop by the Atari booth at 1984 trade shows must have been awestruck by Robotron. The graphics and sound are fantastic and easily rival the arcade version. There are often over 80 sprites onscreen moving independently, without slowdown or flicker.

It's hard to review a game that leaves you speechless, but I must try my best.

It's the year 2084 and robots roam freely. As the last warrior, you must exterminate waves of robots while saving helpless humanoids. Saving humans is the best way to rack up points and earn extra lives. Fortunately you have the ability to move one way while firing in one of eight others.

This is the game's only flaw. The only way to truly play the game is with two joysticks. I play with standard 2600 sticks together on a flat surface, maneuvering with my thumbs. Playing with one controller requires moving and firing in the same direction, which makes playing impossible. Atari provided a controller holder with 5200 Robotron, an option sorely needed for the 7800.

This problem aside, play is intense. Those familiar with Williams' sequel Smash TV have the basic idea. Robotron loses the 3D perspective and bosses, is much faster and has a cool variety of enemies. The player must face Grunts, Brains, Hulks, Tanks, Enforcers, Quarks and Spheroids.

The essence of Robotron is intensity. Every ninth wave is a Grunt Wave, with 60+ Grunts stomping mindlessly after you.

Every seventh is a Tank Wave. The screen is filled with Quarks, which starts producing Tanks after a few seconds. The Tanks fire bouncing bullets, which quickly leads to anarchy.

Every fifth wave is a Brain Wave. The Brains transform humanoids into Mutants which attack you. They also fire cruise missiles which relentlessly stalk you.

Perhaps the most awesome are waves where they're all thrown in. Near the end of a wave, the Enforcers attack in mass, wreaking their havoc.

One of the neatest graphic touches is when an indestructible Hulk stomps out a humanoid. A skull and crossbones appears with its eyes flashing in sync with your sunglasses and the Hulks' arms. This is accompanied by the neat scream of the humanoid.

Atari uses its standard four skill levels, perfectly providing a novice level suitable for children's skills and expert suited for a Robotron expert.

Robotron was originally released in 1981 or so by Williams. It ranked with Williams' Defender as the hardest game of its' time. Both were programmed by Eugene Jarvis.

7800 Robotron ranks easily as one of the most intense, fun, and highest quality home games of all time.

- Mark Allen

BATMAN RETURNS	SEGA
ACTION/DRIVING	SEGA CD
1 PLAYER	HARD
GRAPHICS: 8	CONTROL: 7
SOUND: 9	FUN: 6
OVERALL: 7(DRIVING ONLY)	

Let me start off by giving all of the prospective buyers of this game out there one simple piece of advice - "TURN OFF THE PLATFORM GAME

OPTION". If you happen to read In Between The Lines, as I do, you'll probably realize why. These rounds are basically the same ridiculously washed out Bionic Commando wannabees that Malibu interactive (who are these jokers, & what will it take to get them to stop producing those infernal Ex-Mutants comics?) plagued us with about a 1/2 year ago. Trust me here, you DON'T want to play them. Really.

With that out of the way, I'll be focusing on Batman Return's merits solely as a driving game. With a sheepish grin, I WILL admit that these rounds are quite possibly the best thing that Sega has done in the 16-bit field concerning 3D driving software. Scaling and even rotation is used extensively throughout these scenes, with the flatness usually experienced in this mode (as Nintendo calls it) offset by the addition of buildings which go by at either ends of the road. There is still the somewhat unsettling blockiness present, most notably during the scene with Batman's (that Keaton sure looks corny in a bat-suit) face zooming in dramatically, but this won't irk you if you've gotten used to it.

The play? The Batmobile controls somewhat roughly. In certain areas, when you must slow down to avoid being barbecued by one of the heinous level bosses, doing so will put you at a paltry 25-30 mph, leaving an enemy dangerously ahead as the time ticks to almost nothing. Discipline and near surgical precision are needed to see the full 36 sub levels in these rounds, & your chances aren't helped when you drive the Bastski through some sickeningly wavy sewage (need a barf bag, anyone?!).

Fans of driving games will find BR a good buy despite its darker half & excruciating challenge. I, however, don't.

- Jess Ragan

LORDS OF THUNDER	TTI
SHOOTER	DUO
1 PLAYER	HARD
GRAPHICS: 8	CONTROL: 8
SOUND: 10	FUN: 9
OVERALL: 9	

Lords of Thunder is one of the best shooters I've ever played. The level

of difficulty is perfect for me but some might consider it to be too hard. There is no "easy" setting; only "Normal" (hard), "Hard" (REALLY hard), and "Super" (Inhuman).

Lords of Thunder is not for the beginning player. You only get one life per game and three continues. There is the potential for frustration although it didn't bother me.

The graphics are very detailed and parallaxing is everywhere. The backgrounds constantly change and every stage is totally unique. There are lots of subtle animations throughout. For example, when you come close to an enemy, your character uses a Strider-esque sword instead of projectiles. Each of the swords' blades are different, depending on the weapon you're using. The armor you wear also changes when you change weapons or power-up. There are four kinds of "armors" (actually weapons), and each can be powered up three times. Except on Normal, no armor is inherently better than another. You have to choose the right one for each stage. No, the armors don't change between difficulty levels. It's just that on Normal, the enemies are weak enough that you can use the Water Armor in any stage to clean up. On Hard and Super, enemies are more abundant and take more hits, so the Water Armor that worked so well before now barely destroys half of the bad guys. Some animations are super-smooth while others are not-so-smooth. The intro scenes are pretty standard for a CD game, though they shouldn't have been so choppy. But who cares? It's the game that counts, not the candy. The music is not only CD-quality, as expected, but it's excellent music as well.

The replay value of LOT is amazing. It's just plain FUN, no matter how many times you've finished it or played it before. The sound effects are standard. They're not as overpowering as they were on Gate of Thunder, so the awesome soundtrack is more audible. The only thing that's missing is that the length of the stages is a bit on the short side. If you've got a Duo, Lords of Thunder is a must-buy.

- Ara Shirinian

BATTLEMANIACS	TRADEWEST
FIGHTING/ACTION	SNES
1 OR 2 PLAYERS	HARD
GRAPHICS: 8	CONTROL: 8
SOUND: 9	FUN: 9
OVERALL: 9	

The battletoads have finally come to the SNES, and what a debut this is! Their showing on the Genesis was a weak copy of the NES original, and since I don't have room in this issue to do the Standoff between the Genesis and NES versions, let me just say here that I liked the NES version better. Sure, the graphics were a bit more colorful on Genesis, but the original game seemed to play better.

With that out of the way, Battlemaniacs blows all previous versions of BT games out of the water! Graphically, this game is outstanding. You can actually tell the difference between the two toads (Pimple - no, he's NOT kidnapped in this version, and Rash) in ways other than color. Each toad has a unique set of attacks, and they are physically unique as well. Pimple is HUGE, while the quicker Rash is smaller but more maneuverable.

VG + CE gave this game a 5 for sound/music, and while the sound effects could have been better, my 9 is mainly for the music. The opening Battletoads theme song is great, but the level 2 rock tune is incredible on stereo. This easily ranks up there in my top ten BGMs of all time!

Now, the gripe that everybody is gonna have with this game - the difficulty. Yes, it's hard, but in a few days I was able to get to level four's (the snake pit) fourth screen without continuing. The turbo bikes from the original are back, and surprisingly with the exact same background! What's up with that?! If you're easily frustrated I'd advise you NOT to buy this game, but for everybody else out there complaining about the difficulty level I have one word for you: SISSIES! Haven't you ever heard of this concept called challenge? Far too many games are panned for being too easy, and when one comes along that actually presents a worthy challenge nobody can deal with it.

If you're worthy enough to take on

the task presented by Battlemaniacs, then you'll find plenty to warrant a purchase. But if you're the type to be turned away from a game where you can't clear level one on your first try, then don't even bother, but live in the shame of knowing that you missed one of the best games this year.

- Pat Reynolds

LEMMINGS II	PSYGNOSIS
PUZZLE	AMIGA
1 PLAYER	AVERAGE
GRAPHICS: 7	CONTROL: 7
SOUND: 7	FUN: 8
OVERALL: 7	

Lemmings II takes on with the path the first set with a colorful, yet challenging, puzzler. Like the original, your goal is to lead a group of cute and incredibly stupid creatures to safety. This new installment contains all new levels, and more importantly, different lemmings, that perform tricks like skiing, firing arrows, and even piloting hot air balloons.

The first Lemmings game was such a big hit that everyone knew that Psygnosis would come through with a sequel. But the second leaves a little to be desired. The addition of new tribes is clever, but it doesn't dismiss the fact that this is just like the first game. But since the first one was so much fun, I can't really cut down the second. I would just liked to have seen more new ideas. The tribes were a start, but Psygnosis should have kept going.

- David Wilson

CHASE HQ 2	TAITO
DRIVING	GENESIS
1 PLAYER	AVERAGE
GRAPHICS: 0	CONTROL: 0
SOUND: 0	FUN: 0
OVERALL: 0(SEE A PATTERN?)	

If there was ever a game so stomach turning that it would be unwise to even give it the honor of the "Big Cheese Award" in fear of drawing attention to it, this would be it. Pat, sharpen that pencil - you're going to have to draw a NEW award for this baby! I nominate Chase HQ 2 for the "Funky, Nasty, Moldy, Stomach

Turning, Inedible, Diahrria Filled, Undeniably LOUSY **BIGGEST** Cheese of the Year Award!". Tom and Jerry were terrible, & so was Batman Returns, but this is indeed the game that breaks the camel's back. Street Combat isn't this bad!

First, I'd like to ask this imposter of a company something - "Where is Taito, & what have you done with them?!" This is NOT the Taito I remember for hits like Bubble Bobble. It can't possibly be the Taito I recall being partially responsible for the biggest hit in the arcades circa 1987, Double Dragon!!! The guys who made Sagaia, Ultimate Qix, & Space Invaders '92? Never. I refuse to believe that Taito is responsible for this farce (maybe not...)!!!

Well, if you've seen the coin-op, only the basic theme is left intact. As a police officer, you must chase down a suspect & ram the Chassis out of it. Why these guys can afford to ruin hundreds of police cars & not a mere shotgun or pistol I'll never know. Only problem is, these guys obviously have titanium frames in their autos, & a nasty habit of zipping a good 1-2 miles away lest you screw up, which I guarantee will be often when you're expected to drive on bridge/cliff things I can't really make out. It's tough to concentrate on driving & totalling this jerk's wheels simultaneously, & since the graphics are bland, choppy, & move like an Egyptian hieroglyphic on LSD, you won't want to. Rather substandard audio (I'll go out on a limb & call it primitive) coupled with the above faults earmark this "effort" as one of the few carts worthy of all 0's.

- Jess Ragan

- Uh, Jess, I don't think I really need to add any sort of degrading Award to this review, bud. That would just be adding insult to injury if you know what I mean. Your ratings speak for themselves. - Pat

STREET FIGHTER II: CE	TTI
FIGHTING	PC ENGINE
1 OR 2 PLAYERS	AVERAGE
GRAPHICS: 10	CONTROL: 9
SOUND: 8	FUN: 10
OVERALL: 10	

My first thought on this game, it's for PC Engine/Turbo. Turbo has less resolution, only 6 channels of sound,

and an 8-bit processor. How good could this game be? Well... IT KICKS ASS!! Almost all the animations, colors, and frames are there, the background animations (even the birds on Ryu's stage), the line scrolling floors, and hey, the voices are even better than on the SNES! And they're all there! Everything from the "Final Round" to the country names to the countdown after you lose, and the elephants on Dhalsim's stage. The voices are more accurate and not as high-pitched and rushed.

All the combos are programmed from M. Bison's re-dizzy attack to Ken's legendary triple dragon punch and the computer won't hesitate to use the against you! They even included the mysterious red fireball!

The music isn't digitized - it's all keyboard and it lacks the multi-scrolling backgrounds, but on average you'll be too into the game to even notice. This game is the ultimate for NEC! If they had made games like this sooner for their system it would've sold a lot better for sure!

Another plus for Champion Edition is they balanced it out more than the arcade version. Such as Balrog's dashing punch hits high and low, M. Bison's "torpedo" attack only does 3 pts. of damage when blocked on "fierce" punch now instead of 5 pts. and Vega's tumbling claws puts on 5 hits instead of 3.

In conclusion, if you are a SFII buff who is tired of the delays on SFII Turbo for SNES and Genesis... and have the money to burn go get this game. I haven't been to the arcade since I got this back in mid-June! Who would have thought this could be done on a PC Engine so well!

- Adrian "Jourgensen" Proctor

CHIKI CHIKI BOYS	SEGA
ACTION	GENESIS
1 PLAYER	EASY/MOD.
GRAPHICS: 7	CONTROL: 7
SOUND: 8	FUN: 7
OVERALL: 8	

Woah! When you pop this cart in and watch the cinemas, the first glimpse of the Chiki Chiki boys you'll see is an unclothed one. And sleeping with each other, no less! Yes,

Nintendo would absolutely turn plaid at the prospect of THIS one - that is, if they weren't newborns! Sorry to get you female members of the Fantazine reading audience reaching for your wallets (*What female members?* - Pat).

OK, enough of the silliness. Actually, CCB is filled to the brim with it, so you'll just have to grit your teeth and take it. Done in the instantly recognizable manga style of the Japanese, it's amazing that CCB actually set foot in the States at all. One would be led to believe that the only reason for its Western release is the fact that Capcom had something to do with it. That, and its overall quality, but I guess one can only assume that. Perhaps a major Sega chairman lost a bet or got drunk one night...

Anyhow, in the instructions (which appears to be written for the segment of the Sega audience still suffering from colic, cutting teeth, and diaper rash (*Brent Hepner?* - Pat), but I digress), the plot is described as two lads who must eliminate an evil force who refuses to leave. As the game progresses, you then learn of a portal leading to the evil Robotnik-like clown, Rohpohtman - who you must destroy with your magic sword a'la Wonderboy 5 and Magic Sword.

The graphics are cartoony but do the task and are actually impressive in some occasions, most notably, the lovely colors in the portal intermission (eat your heart out, Nintendo!). The music is actually excellent in certain tracks, particularly the Spielburgian influence of the jungle round, and the frantic intensity of the final battle.

The bosses are original and funny - especially Benrasp (the original "Late Night Pea Boy!") and Caracula (an undead flasher), and the play, while not worthy of a buy, is definitely a renter. One more thing - is that red kid a mythological Mega Man?

- Jess Ragan

WORLD HEROES 2	SNK
FIGHTING	NEO - GEO
1 OR 2 PLAYERS	HARD
GRAPHICS: 10	CONTROL: 7
SOUND: 8	FUN: 7
OVERALL: 8	

World Heroes 2, despite its 146

meg size and flash is only an average game that could have been better. The game consists of the original 8 characters with an additional 6. Now there's a pirate, a viking, a judo chick, a Thai boxer, football player and a witch doctor.

The graphics and sounds are amazing, and it's nice to see some humor in a fighting game (the victors remarks at the end of a fight, some of the spectators, and Mudman the witch doctor - he's a knee slapper).

Unfortunately, as with many Neo-Geo games, there are some fatal flaws. Remember Dragon's Fei Long(Flying Dragon Kick)? Now you must hold down for 3 seconds, then up and kick! The game has plenty of attacks, yet many of them are difficult to time! The programmers kept the time pressure attack (the longer you hold the button down, the harder you hit). Unfortunately it's not fine tuned so to make a light hit, which you need for slow fireballs, you must barely tap the button!

The characters taunt now, but it's with the throw button, and get this - more often than not you will find yourself taunting your opponent when trying to throw. Speaking of throws, another addition to the sequel is the ability to counter an opponent's throw. Cool, huh? Wrong! The computer almost always gets in the throw. I once volleyed throws with an opponent 5 times to chuck him once, and still lost! The time pressure control is difficult to master because it is tougher to figure out the best counter attacks.

Now then, forget about even trying to beat this game because the final boss is near impossible. Since I'm sure no one will be motivated to make it to Dio because of the game's difficulty and unfairness, I'll describe him: ONE TOUGH MO-FO!! A shrieking liquid metal creature who attacks relentlessly with his razor-like appendages. The programmers at Alpha made some big mistakes programming this guy - he's too fast and he counters everything! Don't try to throw this guy - he'll counter that too!

Too bad Alpha! This game could have shown SFII the door, but you guys screwed up in all the vital areas and in the end you guys pay the price. Tsk tsk.

- Adrian "Jourgensen" Proctor

INTIMIDATING

BY TIM PRIEST

So you want to be a hero. Yeah well good luck. I've just returned from an ad infinitum search for the perfect hero gear. My friend, it's not cheap. You thought all you had to do was look good in spandex and be able to completely change your personality depending on who's writing you, but you're wrong. Any self-respecting hero of Today wears gear.

Let's start with protection. You want to keep yourself in peak condition and unscathed in order to pick up the babes, so you'll need to be bullet-proofed. This is expensive. There are options. Bullet proof vests are bulky but effective. A slim fee of \$500 will buy a decent one, and you might consider kevlar bike pants for that neo nineties look. This body armor is fine for a start but you'll need something to bring the suit together. The Brits have designed a beautiful black sweater with patches and reinforced stress pants which hides the armor well and gives you the dapper "James Bond" look. This can be found at most surplus stores for about \$40. Dark leather epilates would be a nice touch but use your own judgement. Metal meat cutters mesh gloves and shark diving mesh pants give added protection against knives and arrows. They might be a little weighty, so give yourself a little time to build yourself up before wearing it all. Black armor would complete the "menacing/tough" look you'll need to intimidate villians away, as if seeing you lumber down an alley at them isn't going to scare them anyway.

This is a key factor in the hero business. Fighting is always a last resort because here in the real world heroes die - every day - you have almost no chance. Keep to the promotional aspects - modeling, posing with big weapons, doing commercials. If a conflict does occur your opponent will instinctively try to destroy your head. This is not good. A helmet is a definite must. Black or mirrored chrome preferable. This will be obtrusive and awkward; hearing devices should be installed.

So as you are dragging yourself blindly in the general direction of some activity that may be criminal you will probably be noticed by the cops. This too is not good. Cops hate vigilantes and they too will try to destroy your head. You will need a getaway. Something all-terrain, fast and powerful with room for a sidekick or two. Something along the lines of a modified three wheel chopper (modified meaning a muffler and running boards). Also preferably black because todays heroes always wear black.

If you cannot avoid a confrontation you don't want to be caught stumbling around in your 200 lb armor unable to run or fight so you'll need weapons. Something quick and silent - you have 2 choices since guns are for wimps. A black bow and arrows for distance and a black Maul (sledge and ax combo) for up close and personal. These will allow you to take the offensive or the defensive. Both can be easily stored on the 3 wheel chopper. Small clam knives can be kept on or about your person with adhesive magnetic strips attached to your armor. They come in handy for throwing at people, dogs, rats, or for opening clams. Maybe you'll find a pearl and you can give up all this crazy, psychobabble of superheroism. Keep in mind, you're not alone but you should be.

THE REALLY, REALLY SMALL EDITION OF ACCESS GRANTED

I wanted to get these passwords for EA's hot new game Jungle Strike into this issue (review next issue) so here they are:

RXW4FRV7GF3 - Level 2

9WNSPGJY9TC - Level 3

X7NGDYBXN6N - Level 4

VL4HYWN4CDV - Level 5

W6GKVWN4CDV - Level 6

THFKNL6MHZD - Level 7

7CZ3BTL4SPH - Level 8

TOP TEN

BY PAT REYNOLDS

This is the Concordant Opposition rebuttal edition of Top Ten. If you didn't see CO #2, there was a very funny Top Ten list - the top ten reasons why video games are better than sex. Now, as funny as the list was, it is nevertheless wrong. So, here are my...

TOP TEN REASONS WHY SEX IS BETTER THAN VIDEO GAMES

10. You can have sex during a thunderstorm without risking a power surge.
9. You control the speed.
8. You can't play video games blindfolded.
7. It gives 1-up a whole new meaning.
6. Sex is always for 2 players.
5. You'd only break your game console if you filled it with whipped cream.
4. The buttons are more fun to push.
3. You're only frustrated before sex, not after.
2. Sex can be horizontal or vertical.

And the number one reason why sex is better than video games:

1. T*HQ has absolutely nothing to do with sex.

Remember, the top ten is open to anyone who cares enough to take the time to send in a list, and, as you can tell from this one, it doesn't even have to be serious, or focused solely on gaming.

WILLARD'S WORDS

BY DAVID WILSON

Hello hello hello. Yes, I'm back, and happy to be writing. With the heat wave we've been getting lately, I should be a festering pool of goo. It's about that time of the summer when people stop doing things, except for seeking shade in their local movie theatre or arcade. Well, I've seen Jurassic already, and that's all I plan to see, until of course the next three Star Wars flicks come out. And since the earliest date I've heard on those puppies isn't until '95, I'm going to be saving a ton of money.

Speaking of money, I finally bought a SNES, and I must say, I'm pretty impressed. I had the Genesis and NES in my basement, but my family took it over. So this new sucker goes where I go. I was never sure I wanted to give up that kind of money, since I just finished paying for my Amiga. But I, like Pat, discovered the world of FREE money! Yes, I'm now the proud owner of a VISA! And with SNES games costing the way they do, I'll need it. I remember a time when comic books cost 65 cents, NEW movies cost \$1.25, and Nintendo made promises regarding money. If I recall, when the SNES first came out, they said games would never cross over the \$50 mark. Heh heh. That sure lasted. It's very rare to find a cart that is actually UNDER 50 bucks! Oh well, with all the games Pat has, borrowing can't be too bad.

I do, however, appreciate the quality I'm getting. Now I don't want you to get the idea that I'm biased in the "which system is better?" war. But some of these games are top notch. Star Fox is incredible, and I'm stuck on Desert Strike, but Super Star Wars really kicks on my stereo. And of course there's Street Fighter II. I suppose that if we can wait for the prices to come down, the gamers will be overall impressed.

Yeah, I can remember a time when the Detroit Red Wings were picked to win the cup, Wayne and Garth were popular, and Pat thought Gameboy sucked (we had a debate over it in an older game magazine). Yes sir, times do change. Listen to me, I'm only 18 and I sound like a 24 year old. Until next time, when I'll be writing in the comfort of central air. See ya...

THE FIND PAT REYNOLDS CONTEST!!! - This is the first Fantazine reader contest, and the winner gets a lifetime subscription to Fantazine as well as a copy of *Fear My Art*. Sound good? Here's what you gotta do: find and photocopy the following items - Rolling Thunder 2 passwords by Pat Reynolds printed in VG + CE, Pat's Battletoads high score in EGM, a letter from Pat printed in Sergio Aragone's comic book *Groo The Wanderer*, at least 3 fanzines with Pat Reynolds covers (GameLord and Fantazine excluded), and 3 mentions of Pat Reynolds in other fanzines. Easy, right? Good luck.

FANZINE FEEDBACK

FANZINE REVIEWS BY PAT REYNOLDS

Time to look at what my fellow fanneds are up to. We've got a couple more first issues to start with this time, so here goes:

VIEWPOINT BI-MONTHLY/\$1.50
ALEX FRIAS
265 CHERRY ST SUITE 6J
NEW YORK NY 10002
ISSUE REVIEWED: 1

Formerly Video Gaming Monthly, Viewpoint covers Genesis, SNES and Duo games, as well as a letter page, fanzine reviews (thanks, Alex), news, and a couple of comic strips.

The layout is fantastic, and there is much more opinion here than I saw in later issues of VGM. Jeremy Statz, Michael Palisano, Erik Schimek, and Jesse Speicher add good opinion columns and round out the issue.

The scanned photos are easy to see and used very sparingly, so they don't give the 'zine a crammed look.

With the first issue looking this good, it can only get better, and this is a fanzine to watch out for.

ENTRY LEVEL \$1.00/ISSUE
"HUNTSTER" OR "TURBO"
10665 LOWDEN AVE
STANTON CA 90680
ISSUE REVIEWED: 1

An ambitious 30-page first issue shows that these guys mean business. The layout is nice and easy to read.

The real standout feature is the review section. Each review is set up as a conversation between the two editors, and they go back and forth on each game. It's sort of like Siskel and Ebert doing video games, and a lot of fun to read.

Other features include codes, movie reviews, and a section called "Historical Hits". Guys, isn't Contra III a bit young to fit into this category?

Some good artwork rounds the issue out, and I'm looking forward to their next one. With time, these guys can only improve, and this is one that's worth checking out.

PARADOX MONTHLY/\$1.00
CHRIS JOHNSTON
316 E 11TH AVE
NAPERVILLE IL 60563-2708
ISSUE REVIEWED: 9

First off, let me say that I hate the printing used on this issue. The words came out looking blurred and hard to read. Hopefully the staff will go back to whatever program they did the last issue on.

Other than that, there's the usual assortment of good opinion columns, letters, and reviews.

Of interest to me was the reprinting of the letter from GamePro's lawyer, which threatens to sue them if they violate "GamePro's intellectual rights"

again. Is everybody in fandom (professional fandom, that is) really paranoid?!? Paradox #2 had a great parody of GamePro's SFII cover, and these guys get all panicky over it. The only reason they ever saw it was because TurboForce ran the cover recently.

With the promise of the next issue shortly after CES, I look forward to good coverage of the summer show from these seasoned vets. Even with the annoying

printing, this is a fanzine you need to see.

GAME FORCE MONTHLY/\$1.50
JEFF BEEDHAM
P.O. BOX 1610
BELEN NM 87002-1610
ISSUE REVIEWED: 2

Jeff has revised his layout a bit to include nicer stenciled headings, although they are too large in some cases.

New additions are the letter page and fanzine review column (thanks, Jeff), and the full-page bio of the editor is interesting, if a bit overdone.

The review column is OK, but why only puzzle games?

I'm sure Jess Ragan would be interested in reading your article on the 3DO, Jeff; could that have been inspired largely by his "CD Systems: A Lost Cause?" article in our first issue?

Still, this fanzine has shown incredible improvement over the last, and next issue will feature a stunning SFII cover by yours truly, so send in and request it today!

TOTALLY SUPER NES
BI-MONTHLY/\$1.50
ANDY SAITO

3216 COLEBROOK CT
MISSISSAUGA ON L5N3E2
CANADA

ISSUE REVIEWED: 10

This is a very slick looking publication that covers all aspects of the SNES and its Japanese counterpart, the Super Famicom.

Nice, full page reviews add greatly to the value of Totally SNES; this issue features Pugsley's Scavenger Hunt and Ranma 1/2 Part 2 as well as smaller reviews of Batman Returns, StarFox, and Tiny Toons.

And what fanzine isn't complete these days without a load of SFII Game Genie codes? Like most of these codes, only a few of the twenty-something printed are actually worth the time.

Digitized pictures add to the professional look, and serve to make Totally Super NES the best all-SNES fanzine available.

POWER PLAY \$1.00/ISSUE
SHAWN SURMICK
25 TRUMAN CT
BOYERTOWN PA 19512
ISSUE REVIEWED: 5

I have a couple of problems with this issue. First, the yellow paper. Stick with white, Shawn, or at least some less bright shade. Secondly, the extreme waste of space: the 12 pages could be shortened to 6 or 8

much wasted space here, and the absence of any artwork to fill those spaces makes them all the more noticeable.

The reviews are done well, and broken into a few sections; classic games, arcade games, and a TurboGrafx-16 buyers guide. The rating system incorporates a grading scale (A, B etc.), and while Shawn tends to rate too highly (nothing lower than a B+ this issue), they generally hit the mark.

I've seen worse 'zines, so you could do worse than sending for a sample copy of Power Play.

MASTER minds MONTHLY/\$1.00
TODD LINTNER
6406 JACOBS WAY
MADISON WI 53722-3209
ISSUE REVIEWED: 11

Great cover, Todd, I hope Sega doesn't sue your ass because of it. I liked it, though.

The usual excellent content of MM is present and accounted for, and Billy Ray's Anime Theater is going strong, a feature I'm glad to see.

SMS classic this issue is my all-time fave Fantasy Zone 2: The tears of Opa-Opa.

Todd prints an unusually large amount of codes and cheats for SMS games this issue, showing that he is serious about a return to emphasis on that system.

The News & Views column is well-done; not rehashed info from magazines like some other 'zines print. Reviews this issue are fairly sparse, with a comparison between EA's new Tony LaRussa Baseball and Accolade's Hardball 3, as well as Cool Spot and SMS classic Miracle Warriors.

The Brit Gamin' column has a humorous look at how some British Game mags rate upcoming SMS titles, along with Todd's take on each.

This issue is par for MM, and is one of the few fanzines I can actually read straight through in one sitting without getting bored. Keep up the great work, Todd, you'll always have a fan here.

COVER OF THE MONTH MASTER minds #11 BY TODD LINTNER



VIDEO GAME REVOLUTION
BI-MONTHLY/\$1.50
NATHAN HAUKE
2915 E ALLERTON AVE
ST FRANCIS WI 53235
ISSUE REVIEWED: 6

This fanzine has a very large ego. Not only are the bulk of two pages devoted to a historical biography of the 'zine, but Nathan even goes so far as to waste space in his fanzine review section with a review of his own 'zine!

Also, is it merely coincidence that all the fanzines reviewed here are members of Nathan's own F.A.N.N. Publications? I think not. However, the F.A.N.N. connection does serve its purpose in this issue, as the "Video Gaming 2000" article by George Wilson of Video Universe is the best column; of course, I'd already read it in VU, but you know my feelings about F.A.N.N.

Nathan blares "You heard it here first" on the pre-cover SFII Turbo announcement, as well as "No prozine will have this info for at least 2 more weeks". Hate to burst your bubble, Nathan, but I read it in a magazine a week before I got VGR. Don't try so hard to print info first; you're not a "prozine". so don't try to sound like one.

There is some salvagable reading in this issue, making it worth your time to include in your stack o' fanzines.

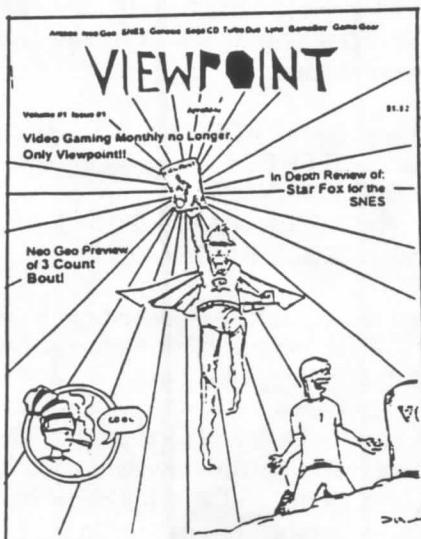


THE SHAPE OF GAMING TO COME
MONTHLY/\$1.50
DARREN KROLEWSKI
38150 MOUNT KISCO
STERLING HEIGHTS MI 48310
ISSUE REVIEWED: 8

An impressive lineup of contributors and a great layout make TSOGTC an extremely worthwhile read.

This issue features a color cover; and I was amused to see that the cover of Game Players "comeback issue" (ha ha ha...right) looked very similar. The first case of a magazine copying a fanzine? Who knows.

As I said, the layout is incredible. This is easily one of the best looking 'zines out there; the only close competitor I've seen is Next Generation.



CLASSIFIEDS

FOR SALE: 2600 and 7800 carts.
Send SASE for list. Mark Allen, 1652
Leonard NE Apt 315, Grand
Rapids, MI 49505

WANTED: Herzog Zwei for Genesis;
will pay up to \$20. Also looking for
an Atari 7800 in good condition.
Make offer. Pat Reynolds, address
in colophon.

FOR SALE: Loads of Atari 2600,
Intellivision etc. games, many are
still sealed and in original boxes! \$3
and up.

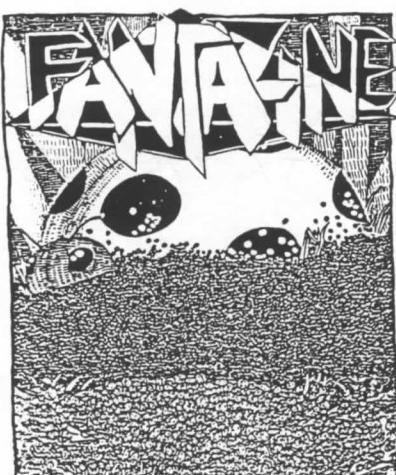
WANTED: Buying used Atari,
Intellivision, Colecovision games.
Will pay Digital Press Collector's
Guide prices! Write: Joe Santulli, 44
Hunter Place, Pompton Lakes, NJ
07442

WANTED: Etch-A-Sketch Animator
2000, APF MP1000/Imagination
machine, Entex Adventurevision,
Colecovision Game Computer,
Entex Select-A-Game, Play Time
LCD Projection System and GIMINI
systems and games. Lots of games
for other systems needed. Russ
Perry Jr. 5970 Scott St. Omro WI
54963 (414-685-6187)

\$\$\$ PLAY 4 PAY \$\$\$

Earn \$25, \$50, \$200,per hour
playing your favorite SNES/Genesis
games at home. For details send a
self addressed stamped envelope to:
PLAY 4 PAY, P.O. Box 3230, State
University, AR 72467.

\$\$\$ PLAY 4 PAY \$\$\$



BACK PAGE NEWS

Demand for cover art is picking up, and as I've said before I'd be happy to do a cover for any fanzine. It helps to suggest some subject matter rather than let me decide, though, because I'll get it done quicker if I know from the start what you want. Dimensions help, too. Look for my artwork on the covers of Game Force, Video Views, Master minds (yes, again, and it's a damn good one too), and possibly The Video Game Revolution in the near future.

Staff member Rich Plummer tied the knot on July 10, becoming the second member of Team Fantazine to get hitched. (Mark Allen was married when he started writing for us).

Word from CES has the Genesis version of SFII:CE biting the big one, and that's from 3 different sources. I will, of course, plunk down big bucks for the SNES version to be released this month.

A big "Thank you" to Joe Santulli of Digital Press for revising his mailing list and sending me a copy. It makes my puny list look pretty pathetic, but it should help a lot.

Thanks again to all the faneds who've reviewed Fantazine and stuck by me after the GameLord disaster. I had one prospective writer decline an offer to write for me because he thought that Fantazine was "too unstable" after the GameLord thing. I'm here to tell you; this issue marks the passing of GameLord, which only made it to issue 2, and there is no end in sight.

FANTAZINE PRODUCT INFORMATION

BACK ISSUES: \$1.50 each. Available now are Fantazine #1, 2 and the Bomberman special issue. GameLord is officially dead!

FEAR MY ART: Nearly 80 pages of original artwork by Pat Reynolds, from 1989 through 1992, as well as some '93 works. \$5.00.

FANTAZINE VIDEO: Video one is complete!!! Last minute additions include Battletoads/Double Dragon and Kirby's Adventure, and maybe Mutant League Football if I get my hands on it! \$6.00 or blank VHS tape and \$3.00.

FANTAZINE MAILING LIST: My reader base is still fairly low, but this list of @ 60 names should help faneds who are just starting out gain some support. Since our reader base has doubled already, the list will be continually upgraded. FREE with fanzine trade.



ATARI GAME CARTRIDGES. 2600
& 7800 Atari titles 'New in Box'
Ask for ATARI List # 101

Frank M. Polosky
PO Box 9542
Pittsburgh, PA 15223
QUIT THE BITCHIN',
GAMEMAN!
I'M GETTING TO IT



BACK PAGE RETALIATION

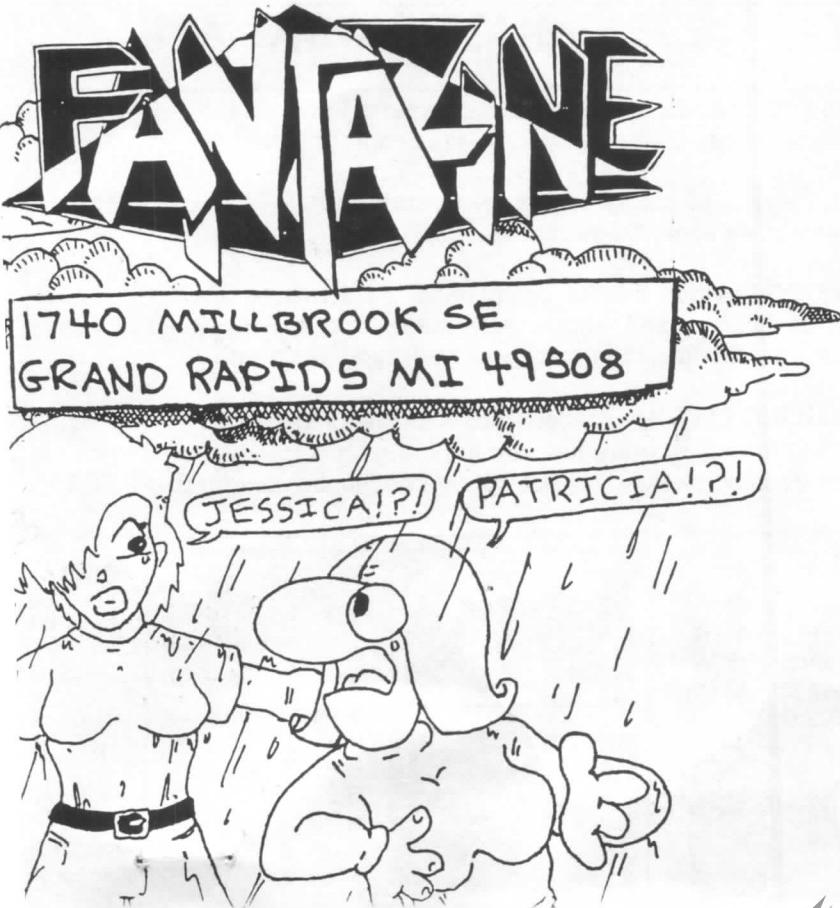
BY PAT REYNOLDS

Okay, this is something I can't let go unsaid. If you read Video Universe you'll notice an interesting article called "Deep Space" by Brent Hepner. I hope you were joking, Brent, when you said "...we here at Video Universe feel that placing things on the back page indicates a poor use of internal space." If you were actually serious about that, you've offended some of the most highly regarded fanzines in fandom, including Video Views, Digital Press, IBTL, and other 'zines of superior quality. The fact that fanzines are generally shorter than magazines and run on much smaller budgets means that we have to make good use of all available space, including the back page.

Leaving the entire back page blank is just plain stupid; I'm sorry, but that's the truth. For one, many faneds use that space to affix mailing labels so they can save costs by folding the 'zine and stapling it. VU has to be mailed in a large envelope, which costs more.

At any rate, my point is this; leaving this page blank indicates poor use of all available space, and if you disagree then I want nothing to do with you.

NEXT ISSUE: The first interview with the man, the legend - Russ Perry Jr. Arcade action returns with coverage of Capcom's The Punisher, Konami's Martial Champions, and Data East's Fighter's History. Resident Super Hero Tim Priest will tell us how to pick the right vehicle for fighting crime, plus more!



BRIAN GOSS
PO Box 5442
PASADENA TX 77508-5442